



## BOSS YAZZ



4 ATK

5 DEF

3 MAG

5 MOV

3 JMP

4 ITM



HP



MP

GIANT WRENCH - Boss Yazz's basic attacks are Line 2.



TREASURE KEEPER - When Boss Yazz uses a Break item, roll a die. On a 5+ the item is not discarded.



WEAK SPOT - Boss Yazz cannot take damage from his front arc, and takes x2 damage from his rear arc.

GROUND SLAM - ATK, Around 2, Push Back 2.

1 MP FEROCIOUS ROAR - MAG, Around 3, Fear[2], No Damage.

2 MP RAMPAGE - ATK, Line 5, Follow Through.

All MP ROCKS FALL - ATK+MAG, RNG 4, AoE 2, Blind[2], Earth Element.

## ACTION CARD #1

Move adjacent to Ire Marker: Yazz makes a Basic Attack.

If Adjacent to 2+ Enemies, use Ground Slam.

If no Models have the Ire Marker, perform an Ire Wipe with +2 ATK.



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## ACTION CARD #2

If within 5 squares of Ire Marker, Move adjacent to Ire Marker: Ferocious Roar

If outside of 5 Squares of Ire Marker, Move and use Rampage.

If Yazz has any Status Effect, Remove remaining Duration and perform two Move Phases towards the Ire Marker.



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### ACTION CARD #3

If below 50% HP and MP, move adjacent to  
Ire Marker: Yazz makes a basic attack

If at 50-75% Health, use Health Potion.

If below 25% MP, use Mana Potion.



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## ACTION CARD #4

If below 50% HP and over 50% MP, move towards Ire Marker and use Rocks Fall

If not, move adjacent to a model without the Ire Marker that has the most Ire: follow Action Card 1.



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